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- 1** Systematic output modification in a 2D user interface toolkit 88%

W. Keith Edwards , Scott E. Hudson , Joshua Marinacci , Roy Rodenstein , Thomas Rodriguez , Ian Smith  
**Proceedings of the 10th annual ACM symposium on User interface software and technology** October 1997
- 2** Tools and techniques for interaction: A neuroscience-based design of intelligent tools for the elderly and disabled 80%

Tohru Ifukube  
**Proceedings of the 2001 EC/NSF workshop on Universal accessibility of ubiquitous computing: providing for the elderly** May 2001  
 The author has developed one basic research approach for universal accessibility over a period of 28 years. As reviewed in this paper, he and his co-researchers have designed several intelligent tools for universal accessibility as well as obtained many basic findings concerning neuroscience of human information processing. Some of the tools have been manufactured in Japan and the technologies as well as the basic findings have been applied to construct human-centered computer interfaces such as ...
- 3** Gaming and graphics: Artists against anatomists 80%

Chris Crawford , Richard Rouse  
**ACM SIGGRAPH Computer Graphics** February 2002  
 Volume 36 Issue 1
- 4** Short Talks: Constructing moving pictures eyes-free: an animation tool for the blind 80%

Hesham M. Kamel , James A. Landay

**CHI '02 extended abstracts on Human factors in computing systems** April 2002

Visually impaired people constantly interpret moving phenomena in the real world; they do not lack the skills to understand the meaning of what is portrayed in an animation. However, today there is no method that allows them to create computer-based animation. We have extended IC2D, a drawing tool for the blind, to allow users to construct animation based on their drawings by defining rotation, swing, and path motions.

**5 An anti-aliasing technique for splatting** 80%

J. Edward Swan , Klaus Mueller , Torsten Möller , Naeem Shareef , Roger Crawfis , Roni Yagel

**Proceedings of the 8th conference on Visualization '97** October 1997

**6 Auramirror: reflections on attention** 77%

Alexander W. Skaburskis , Roel Vertegaal , Jeffrey S. Shell

**Proceedings of the Eye tracking research & applications symposium on Eye tracking research & applications** March 2004

As ubiquitous computing becomes more prevalent, greater consideration will have to be taken on how devices interrupt us and vie for our attention. This paper describes Auramirror, an interactive art piece that raises questions of how computers use our attention. By measuring attention and visualizing the results for the audience in real-time, Auramirror brings the subject matter to the forefront of the audience's consideration. Finally, some ways of using the Auramirror system to help in the des ...

**7 Rendering: An efficient spatio-temporal architecture for animation** 77%

rendering

Vlastimil Havran , Cyrille Damez , Karol Myszkowski , Hans-Peter Seidel

**Proceedings of the 14th Eurographics workshop on Rendering** June 2003

Producing high quality animations featuring rich object appearance and compelling lighting effects is very time consuming using traditional frame-by-frame rendering systems. In this paper we present a rendering architecture for computing multiple frames at once by exploiting the coherence between image samples in the temporal domain. For each sample representing a given point in the scene we update its view-dependent components for each frame and add its contribution to pixels identified through ...

**8 Interactive posters: gaze interaction: AuraMirror: artistically visualizing** 77%

attention

Alexander W. Skaburskis , Jeffrey S. Shell , Roel Vertegaal , Connor Dickie

**CHI '03 extended abstracts on Human factors in computing systems** April 2003

We present AuraMirror, a system that visualizes virtual windows of attention: the commodity of visual attention people exchange during interactions in small groups. AuraMirror acts as a dynamic 'painting' that passively gathers and displays attentional data by superimposing auras over each viewer's head in a real time video mirror. This permits users to see how they distribute their attention in group interactions, and the effect of interruption on this process. Finally, we describe how AuraMirr ...


**9 Gaze-contingent displays: Real-time simulation of arbitrary visual fields** 77%

Wilson S. Geisler , Jeffrey S. Perry


**Proceedings of the symposium on Eye tracking research & applications** March 2002

This report describes an algorithm and software for creating and displaying, in real time, arbitrary variable resolution displays, contingent on the direction of gaze. The software produces precise, artifact-free video at high frame rates in either 8-bit gray scale or 24-bit color. The software is demonstrated by simulating the visual fields of normal individuals and low-vision patients.


**10 Antialiasing of interlaced video animation** 77%

 John Amanatides , Don P. Mitchell  
**ACM SIGGRAPH Computer Graphics , Proceedings of the 17th annual conference on Computer graphics and interactive techniques** September 1990  
Volume 24 Issue 4


**11 Computer science in health and education: Detection of the mucosal** 77%

 wave in the speech signal for larynx pathology characterization  
P. Gómez , V. Nieto , R. Martínez , A. Álvarez , F. Rodríguez , V. Rodellar  
**Proceedings of the 1st international symposium on Information and communication technologies** September 2003  
Voice pathologies are becoming a frequent cause of social concern due to the increasing exposure of people to certain pathogenic factors as smoking, gastro-esopharyngeal reflux, or to voice overload (professional speakers as teachers or call-centre employees), besides other natural factors as aging. Its social impact is of most importance, not only from the economical point of view, but also at the professional and personal levels. Early detection of voice pathologies can lead to less aggressive ...


**12 Reception and posters: Colour picking: the pecking prder of form and** 77%

 function  
Frank Nack , Amit Manniesing , Lynda Hardman  
**Proceedings of the eleventh ACM international conference on Multimedia**  
November 2003  
Multimedia presentation generation has to be able to balance the functional aspects of a presentation that address the information needs of the user and its aesthetic form. We demonstrate our approach using automatic colour design for which we integrate relevant aspects of colour theory. We do not provide a definition of the relative importance of form versus function, but seek to explore the roles of subjective elements in the generation process.

**13 Interaction with databases through procedural languages** 77%

 L. Lichten , E. B. Fernández  
**Proceedings of the 1978 annual conference - Volume 2** January 1978  
After discussing requirements for an 'ideal' user interface for a database management system, two case studies are considered. One is a database for a graphics-oriented design application, and the second is a high security database system. Since the second case study's architecture incorporates many of the 'ideal' interface requirements, it is used as a paradigm for transforming the design of the other system so as to approach this idealized interface. The results of this recasting are then ...

**14 Human vision, anti-aliasing, and the cheap 4000 line display** 77%

 William J Leler  
**ACM SIGGRAPH Computer Graphics , Proceedings of the 7th annual conference on Computer graphics and interactive techniques** July 1980

## Volume 14 Issue 3

Despite its other advantages, one of the major objections to raster graphics has been the poor image quality and aliasing effects caused by discrete sampling. These effects include "jaggies" or stair-stepping, crawling, line breakup, and scintillation. Several solutions have been proposed in the literature, however, most suffer severe drawbacks and are only partially successful at eliminating aliasing effects. One solution, area anti-aliasing, is not only effective, it produces ...

**15 Algorithms for solid noise synthesis**

77%



J. P. Lewis

**ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques** July 1989

Volume 23 Issue 3

**16 Visualization: Analysis of visualisation requirements for fuzzy systems**

77%



Binh Pham , Ross Brown

**Proceedings of the 1st international conference on Computer graphics and interactive techniques in Australasia and South East Asia** February 2003

This paper provides a comprehensive analysis of the working and requirements of fuzzy systems with the view to devise appropriate visualisation framework and techniques for these systems using a user- and task-oriented approach. We firstly discuss the nature of fuzzy data and the essential components of typical fuzzy systems, then categorise different visualisation requirements from three perspectives: user of fuzzy systems, designer of fuzzy systems and designer of visualisation systems. The vi ...

**17 Education Forum: Java...H o t Java!: What is that Brewing on the Web?**

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Rocky Ross

**ACM SIGACT News** March 1996

Volume 27 Issue 1

**18 Education forum: Education forum**

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Rocky Ross

**ACM SIGACT News** March 2001

Volume 32 Issue 1

**19 A comparison of the artistic aspects of various industrial robots**

77%



Margo K. Apostolos

**Proceedings of the first international conference on Industrial and engineering applications of artificial intelligence and expert systems - Volume 1** June 1988

Robot choreography has been developed to explore the aesthetic implications of robotic movement. The application of choreographic techniques to robot motion has evolved as a result of the implementation of the new technology. New materials and techniques have made changes possible in artistic forms. The widespread use of robots may significantly influence artistic trends. While pioneering in the field of robot choreography, I found that robot movement may be functionally efficien ...

**20 Education forum: Accountability and the public trust**

77%



Rocky Ross

**ACM SIGACT News** March 2002

Volume 33 Issue 1

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- 1** Computer-generated watercolor 98%

Cassidy J. Curtis , Sean E. Anderson , Joshua E. Seims , Kurt W. Fleischer , David H. Salesin  
**Proceedings of the 24th annual conference on Computer graphics and interactive techniques** August 1997
- 2** Effective bandwidth of general Markovian traffic sources and admission 98%


control of high speed networks  
Anwar I. Elwalid , Debasis Mitra  
**IEEE/ACM Transactions on Networking (TON)** June 1993  
Volume 1 Issue 3
- 3** Modeling water for computer animation 97%

Nick Foster , Dimitris Metaxas  
**Communications of the ACM** July 2000  
Volume 43 Issue 7
- 4** Animation and rendering of complex water surfaces 97%


Douglas Enright , Stephen Marschner , Ronald Fedkiw  
**ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques** July 2002  
Volume 21 Issue 3  
We present a new method for the animation and rendering of *photo-realistic* water effects. Our method is designed to produce visually plausible three dimensional effects, for example the pouring of water into a glass (see figure 1) and the breaking of an ocean wave, in a manner which can be used in a computer animation

environment. In order to better obtain photorealism in the behavior of the simulated water surface, we introduce a new "thickened" front tracking technique to accurately rep ...


**5 Effective bandwidths for multiclass Markov fluids and other ATM sources 97%**

 George Kesidis , Jean Walrand , Cheng-Shang Chang  
**IEEE/ACM Transactions on Networking (TON)** August 1993  
Volume 1 Issue 4


**6 Microcomputer technology for drilling 96%**

 Henry D. Shapiro , B. V. Randall  
**Proceedings of the 1986 workshop on Applied computing** October 1986  
Drilling costs are a significant portion of exploration and production budgets. For this reason, the use of complex mathematical models to optimize drilling operations began in the early 1950s, at roughly the same time as the introduction of the first commercially available digital computer. Twenty years of development and field testing resulted in the release of sophisticated drilling optimization programs to the oil industry in 1971. Despite being tied to large mainframe computers, by 197 ...


**7 Some properties of variable length packet shapers 95%**

 Jean-Yves Le Boudec  
**IEEE/ACM Transactions on Networking (TON)** June 2002  
Volume 10 Issue 3  
The min-plus theory of greedy shapers has been developed after Cruz's results on the calculus of network delays. An example of a greedy shaper is the buffered leaky bucket controller. The theory of greedy shapers establishes a number of properties such as the series decomposition of shapers or the conservation of arrival constraints by reshaping. It applies in all rigor either to fluid systems or to packets of constant size such as ATM. For variable length packets, the distortion introduced by p ...

**8 Physically based modeling and animation of fire 95%**

 Duc Quang Nguyen , Ronald Fedkiw , Henrik Wann Jensen  
**ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques** July 2002  
Volume 21 Issue 3  
We present a physically based method for modeling and animating fire. Our method is suitable for both smooth (laminar) and turbulent flames, and it can be used to animate the burning of either solid or gas fuels. We use the incompressible Navier-Stokes equations to independently model both vaporized fuel and hot gaseous products. We develop a physically based model for the expansion that takes place when a vaporized fuel reacts to form hot gaseous products, and a related model for the similar ex ...

**9 Modeling and rendering waves: wave-tracing using beta-splines and reflective and refractive texture mapping. 95%**

 Pauline Y. Ts'o , Brian A. Barsky  
**ACM Transactions on Graphics (TOG)** July 1987  
Volume 6 Issue 3  
The graphical simulation of a certain subset of hydrodynamics phenomena is examined. New algorithms for both modeling and rendering these complex phenomena are presented. The modeling algorithms deal with wave refraction in an ocean. Waves refract in much the same way as light. In both cases, the equation that

controls the change in direction is Snell's law. Ocean waves are continuous but can be discretely decomposed into wave rays or wav ...

## 10 Application of Parallel Processing to Numerical Weather Prediction 95%



A. B. Carroll , R. T. Wetherald

**Journal of the ACM (JACM)** July 1967

Volume 14 Issue 3

The purpose of this study is to illustrate the application of a parallel network processing computing system to an important class of problems in hydrodynamics. The computing system selected for this study is a prototype of the SOLOMON parallel processing system (cited as SOLOMON II) which was developed at the Westinghouse Defense and Space Center, Baltimore, Maryland. Emphasis is placed on the problem of numerical weather prediction mainly because of the large data storage and m ...

## 11 3D digital cleansing using segmentation rays 95%



Sarang Lakare , Ming Wan , Mie Sato , Arie Kaufman

**Proceedings of the conference on Visualization '00** October 2000

## 12 Natural phenomena: Blowing in the wind 94%



Xiaoming Wei , Ye Zhao , Zhe Fan , Wei Li , Suzanne Yoakum-Stover , Arie Kaufman

**Proceedings of the 2003 ACM SIGGRAPH/Eurographics Symposium on Computer Animation** July 2003

We present an approach for simulating the natural dynamics that emerge from the coupling of a flow field to lightweight, mildly deformable objects immersed within it. We model the flow field using a Lattice Boltzmann Model (LBM) extended with a subgrid model and accelerate the computation on commodity graphics hardware to achieve real-time simulations. We demonstrate our approach using soap bubbles and a feather blown by wind fields, yet our approach is general enough to apply to other light-wei ...

## 13 Real-time rendering of aerodynamic sound using sound textures based 94%



on computational fluid dynamics

Yoshinori Dobashi , Tsuyoshi Yamamoto , Tomoyuki Nishita

**ACM Transactions on Graphics (TOG)** July 2003

Volume 22 Issue 3

In computer graphics, most research focuses on creating images. However, there has been much recent work on the automatic generation of sound linked to objects in motion and the relative positions of receivers and sound sources. This paper proposes a new method for creating one type of sound called aerodynamic sound. Examples of aerodynamic sound include sound generated by swinging swords or by wind blowing. A major source of aerodynamic sound is vortices generated in fluids such as air. First, ...

## 14 Fast simulation of rare events in queueing and reliability models 94%



Philip Heidelberger

**ACM Transactions on Modeling and Computer Simulation (TOMACS)** January 1995

Volume 5 Issue 1

This paper surveys efficient techniques for estimating, via simulation, the probabilities of certain rare events in queueing and reliability models. The rare events of interest are long waiting times or buffer overflows in queueing systems, and system failure events in reliability models of highly dependable computing systems. The general approach to speeding up such simulations is to accelerate the occurrence of the rare



events by using importance sampling. In importance sampling, the syst ...

### 15 Turbulent wind fields for gaseous phenomena 94%



Jos Stam , Eugene Fiume

**Proceedings of the 20th annual conference on Computer graphics and interactive techniques** September 1993

### 16 Rapid, stable fluid dynamics for computer graphics 94%



Michael Kass , Gavin Miller

**ACM SIGGRAPH Computer Graphics , Proceedings of the 17th annual conference on Computer graphics and interactive techniques** September 1990  
Volume 24 Issue 4

### 17 Effective bandwidths for a class of non Markovian fluid sources 94%



Kimion Kontovasilis , Nikolas Mitrou

**ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '97 conference on Applications, technologies, architectures, and protocols for computer communication** October 1997  
Volume 27 Issue 4

This paper proves the existence of and explicitly determines effective bandwidths for a class of non Markovian fluid source models, featuring multiple data-transmission rates and arbitrary distributions for the times these rates are sustained. The investigated models cover considerably more traffic profiles than the usual Markovian counterparts and have reduced state-space requirements. The effective bandwidth, as a function of the asymptotic loss probability decay rate, is implicitly derivable ...

### 18 Fair scheduling in wireless packet networks 94%



Songwu Lu , Vaduvur Bharghavan , Rayadurgam Srikant

**ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '97 conference on Applications, technologies, architectures, and protocols for computer communication** October 1997  
Volume 27 Issue 4

Fair scheduling of delay and rate-sensitive packet flows over a wireless channel is not addressed effectively by most contemporary wireline fair scheduling algorithms because of two unique characteristics of wireless media: (a) bursty channel errors, and (b) location-dependent channel capacity and errors. Besides, in packet cellular networks, the base station typically performs the task of packet scheduling for both downlink and uplink flows in a cell; however a base station has only a limited k ...

### 19 A unified architecture for the design and evaluation of wireless fair 94%



queueing algorithms

Thyagarajan Nandagopal , Songwu Lu , Vaduvur Bharghavan

**Wireless Networks** March 2002

Volume 8 Issue 2/3

Fair queueing in the wireless domain poses significant challenges due to unique issues in the wireless channel such as location-dependent and bursty channel errors. In this paper, we present a *wireless fair service* model that captures the scheduling requirements of wireless scheduling algorithms, and present a *unified wireless fair queueing architecture* in which scheduling algorithms can be designed to achieve wireless fair service. We map seven recently proposed wireless fair sche ...

94%

## 20 Bandwidth allocation in wireless networks with guaranteed packet-loss performance



Jeong Geun Kim , Marwan M. Krunz

**IEEE/ACM Transactions on Networking (TON)** June 2000

Volume 8 Issue 3

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**1 Analysis and synthesis of amplitude modulation components in pathological voices**
*Gabelman, B.; Alwan, A.;*

Speech Synthesis, 2002. Proceedings of 2002 IEEE Workshop on , 11-13 Sept 2002

Pages:51 - 54

[\[Abstract\]](#)
[\[PDF Full-Text \(431 KB\)\]](#)
**IEEE CNF**
**2 A comparative study of transient characteristics of argon and hydrogenated-argon pulse-modulated induction thermal plasma**
*Hossain, M.M.; Hashimoto, Y.; Tanaka, Y.; Paul, K.C.; Sakuta, T.;*

Plasma Science, IEEE Transactions on , Volume: 30 , Issue: 1 , Feb. 2002

Pages:327 - 337

[\[Abstract\]](#)
[\[PDF Full-Text \(628 KB\)\]](#)
**IEEE JNL**
**3 Responses of a long-coil pulse-modulated induction plasma**
*Paul, K.C.; Hossain, M.M.; Hashimoto, Y.; Tanaka, Y.; Sakuta, T.;*

Plasma Science, IEEE Transactions on , Volume: 29 , Issue: 2 , April 2001

Pages:326 - 334

[\[Abstract\]](#)
[\[PDF Full-Text \(240 KB\)\]](#)
**IEEE JNL**
**4 Analysis of wavelet features for myoelectric signal classification**
*Wellig, P.; Moschytz, G.S.;*

Electronics, Circuits and Systems, 1998 IEEE International Conference on , Volume: 3 , 7-10 Sept. 1998

Pages:109 - 112 vol.3

[\[Abstract\]](#)   [\[PDF Full-Text \(324 KB\)\]](#)   IEEE CNF

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**5 Decomposition of EMG signals using time-frequency features**

*Wellig, P.; Moschytz, G.S.; Liiubli, T.;*

Engineering in Medicine and Biology Society, 1998. Proceedings of the 20th A International Conference of the IEEE , Volume: 3 , 29 Oct.-1 Nov. 1998  
Pages:1497 - 1500 vol.3

[\[Abstract\]](#)   [\[PDF Full-Text \(344 KB\)\]](#)   IEEE CNF

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**6 A comparison of scintillation crosswind methods**

*Poggio, L.; Furger, M.; Graber, W.K.;*

Geoscience and Remote Sensing Symposium, 1996. IGARSS '96. 'Remote Sen for a Sustainable Future.', International , Volume: 1 , 27-31 May 1996  
Pages:399 - 401 vol.1

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**1 A phase field model for continuous clustering on vector fields**

*Garcke, H.; Preusser, T.; Rumpf, M.; Telea, A.C.; Weikard, U.; van Wijk, J.J.*;  
 Visualization and Computer Graphics, IEEE Transactions on , Volume: 7 , Issue 3 , July-Sept. 2001  
 Pages:230 - 241

[\[Abstract\]](#)   [\[PDF Full-Text \(2160 KB\)\]](#)   **IEEE JNL**

**2 The effect of texture on Curie-Weiss behaviour in a frozen ferrofluid**

*Ayoub, N.Y.; Abu-Aisheh, B.; Dababneh, M.; Laham, N.; Popplewell, J.*;  
 Magnetism, IEEE Transactions on , Volume: 25 , Issue: 5 , Sep 1989  
 Pages:3860 - 3862

[\[Abstract\]](#)   [\[PDF Full-Text \(176 KB\)\]](#)   **IEEE JNL**

**3 Scalable self-orienting surfaces: a compact, texture-enhanced representation for interactive visualization of 3D vector fields**

*Schussman, G.; Kwan-Liu Ma;*  
 Computer Graphics and Applications, 2002. Proceedings. 10th Pacific Conference on , 9-11 Oct. 2002  
 Pages:356 - 365

[\[Abstract\]](#)   [\[PDF Full-Text \(14752 KB\)\]](#)   **IEEE CNF**

**4 Hardware-accelerated texture advection for unsteady flow visualization**

*Jobard, B.; Erlebacher, G.; Hussaini, M.Y.*;  
 Visualization 2000. Proceedings , 8-13 Oct. 2000  
 Pages:155 - 162, 551

[\[Abstract\]](#)   [\[PDF Full-Text \(740 KB\)\]](#)   **IEEE CNF**

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**5 Visualizing wind velocities by advecting cloud textures***Max, N.; Crawfis, R.; Williams, D.;*

Visualization, 1992. Visualization '92, Proceedings., IEEE Conference on , 19-2 Oct. 1992

Pages:179 - 184

[\[Abstract\]](#) [\[PDF Full-Text \(920 KB\)\]](#) IEEE CNF

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**6 Image based flow visualization for curved surfaces***van Wijk, J.J.;*

Visualization, 2003. VIS 2003. IEEE , 19-24 Oct. 2003

Pages:123 - 130

[\[Abstract\]](#) [\[PDF Full-Text \(669 KB\)\]](#) IEEE CNF

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**7 Shedding light on the weather***Narasimhan, S.G.; Nayar, S.K.;*

Computer Vision and Pattern Recognition, 2003. Proceedings. 2003 IEEE Com Society Conference on , Volume: 1 , 18-20 June 2003

Pages:I-665 - I-672 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(595 KB\)\]](#) IEEE CNF

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**8 Magnetic birefringence in copper and zinc ferrite-based ionic magnetic fluids***Pereira, A.R.; Goncalves, G.R.R.; Bakuzis, A.F.; Morais, P.C.; Azevedo, R.B.; K.S.;*

Magnetics, IEEE Transactions on , Volume: 37 , Issue: 4 , July 2001

Pages:2657 - 2659

[\[Abstract\]](#) [\[PDF Full-Text \(57 KB\)\]](#) IEEE JNL

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**9 Advecting procedural textures for 2D flow animation***Kao, D.; Pang, A.;*

Computer Graphics and Applications, 2001. Proceedings. Ninth Pacific Conference on , 16-18 Oct. 2001

Pages:355 - 362

[\[Abstract\]](#) [\[PDF Full-Text \(991 KB\)\]](#) IEEE CNF

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**10 Acute blood-cellular interaction with textured surfaces***Fujisawa, N.; Poole-Warren, L.A.; Bertram, C.D.; Odell, R.A.; Woodard, J.C.; Schindhelm, K.;*

[Engineering in Medicine and Biology, 1999. 21st Annual Conf. and the 1999 Annual Fall Meeting of the Biomedical Engineering Soc.] BMES/EMBS Conference 1999. Proceedings of the First Joint , Volume: 2 , 13-16 Oct. 1999

Pages:777 vol.2

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